



SEXUAL GUIDE TO 5E

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PART ONE: SEX

GETTING LAID

A character looking to get laid in *Dungeons & Dragons* can use the following systems to hook up with someone, perform the deed...and then deal with the consequences.

While real-life was used as a touchstone for most of the rules in this document, the main goal was ease of play and fun. The author fully believes that *D&D* is not and was never intended to be a Real Life Simulator.

HOOKING UP

Attempting to seduce an NPC is a Deception, Performance, or Persuasion check (player's choice). The base DC to seduce an NPC for sex is calculated using their ability scores, as follows:

Base Seduction DC = 15 + Strength or Dexterity modifier (DM's choice) + Charisma modifier

For example, a typical human (10 in every ability) has a seduction DC of 15. A character with 17 Strength and 8 Charisma has a Seduction DC of 17. This DC is meant to represent the fact that the more desirable a person is (represented by a combination of their physical appearance and personal magnetism), the higher standards they tend to have concerning the people they get in bed with.

The base DC presented above is then modified according to the NPC's sexual orientation, presented on the table below. The DM can choose the NPC's orientation or determine it randomly, at their discretion.

This formula presumes that the NPC is themselves amenable to getting laid, though not necessarily by the player character making the check, and must be wined and dined over the course of 1d4 hours. A particularly horny NPC might decide to lower his or her standards, which grants advantage on the seduction check. Conversely, an NPC might not be looking for any sex at

all, which imposes disadvantage. An NPC may also simply choose to want or not want to have sex, in which case no roll is required: the seduction simply automatically succeeds or fails, as appropriate.

Fucking Legends. Legendary creatures are a cut above the rest, and they know it. A creature that possesses legendary actions adds its proficiency bonus to both its seduction DC and satisfaction DC (see below)

Multiple Partners. It is possible to seduce multiple NPCs to get a threesome or foursome or more going. You must seduce each NPC separately. Further, the DM may rule that previously-seduced NPC may have been looking for something more private, and require new seduction checks for them for each new partner.

YOU'RE NOT MY TYPE

Certain NPCs cannot be seduced for various reasons, as outlined below. Any attempt to seduce these NPCs automatically fails by default, though the DM can feel free to ignore this limitation for his particularly gross campaigns if he wants.

Animal Intelligence. A creature of the beast type, or any other creature without any sapience (subject to DM discretion) can't be seduced, no matter how hard you try and even if you're a druid.

Asexual. If the DM wants, each time he rolls a d20 to determine an NPC's sexual orientation, he can also roll another d20. If both d20s result in a natural 20, then the NPC is asexual – they lack a desire for sex altogether, and as such can't be seduced.

Orientation. As outlined on the table below, some NPCs are completely heterosexual or homosexual; as a result, attempts to seduce them by the conflicting sex automatically fail.

Youth. An NPC who is not an adult by the physical standards of his or her race can't be seduced, you sicko.

NPC SEXUAL ORIENTATION

d20	Orientation	Base DC Modifier
1-6	Exclusively heterosexual	Will not have sex with someone of the same sex
7-10	Generally heterosexual	+5 if the seducer is of the same sex
11-13	Usually heterosexual	+2 if the seducer is of the same sex
14-15	Bisexual	No modifier
16-17	Usually homosexual	+2 if the seducer is of a different sex
18-19	Generally homosexual	+5 if the seducer is of a different sex
20	Exclusively homosexual	Will not have sex with someone of the opposing sex

THE DIRTY DEED

You can have sex for a number of minutes equal to your Constitution score minus 5. Since most humans have a Constitution of 10, this means that on average they last 5 minutes in bed. This refers only to the act of sex itself, *not* to any foreplay (see below).

At the end of sex, you make a satisfaction check by rolling a d20 and adding the number of minutes that the sex lasted for above 5 minutes (+1 for six minutes, +2 for seven minutes, and so on). If the result is equal to or greater than your partner's Constitution score, then your partner was satisfied. If not, then your partner was dissatisfied and may desire to continue having sex until brought to satisfaction.

If having sex with more than one NPC, you make a separate satisfaction check for each one.

Satisfied or Dissatisfied. An NPC who has been satisfied with sex is likely to be friendly to you in the future, though there is no mechanical benefit. Likewise, a partner who you fail to satisfy might be unfriendly, but again there is no mechanical distinction drawn.

Very Dissatisfied. If you fail a Satisfaction check by 5 or more, then the NPC was very dissatisfied. Their sexual partner has disadvantage on all Persuasion checks made against them for the next 1d4+1 days.

Very Satisfied. If you pass a Satisfaction check by 5 or more, then the NPC was very satisfied. Their sexual partner has advantage on all Persuasion checks against them for the next 1d4+1 days.

Marathon. At the end of an act of sex, you can choose to forgo making a satisfaction check. If you do, you have sex for another length of time equal to your Constitution score minus 5. You may repeat this any number of times. Once you decide to stop forgoing the satisfaction check, you add the total amount of minutes above 5 minutes for each act of sex and add that result to your d20 roll.

Keeping going like this is exhausting, however. Each character having sex must make a DC 15 Constitution saving throw for each act of sex in an hour after the first; on a failure, the character gains a level of exhaustion.

Size Issues. If your sexual partner is two or more size categories larger or smaller than you, you have disadvantage on checks to satisfy them. Further, it is impossible for a male creature to physically penetrate a creature that is two size categories or more smaller than him without also causing great damage (1d4 bludgeoning damage *per round* of sex for each step of size category difference), and even creatures one size category smaller than them are at risk – for each minute of penetrative sex a larger male has with a smaller creature, that creature must make a DC 15 Constitution saving throw or gain 1 level of exhaustion.

TECHNICAL DETAILS

The following applies to any creature while he or she is having sex:

You are grappled while having sex. Depending on how you are having sex, you may additionally be prone, restrained, or both. You can escape sex like you would any other grapple; your partner(s) can choose to not contest your escape attempt if they also wish to stop having sex.

You can't concentrate on spells while having sex, unless the spell is being used directly for sex (such as the sexual application of *Evard's black tentacles*, as described later in this document)

FOREPLAY

Foreplay takes a number of different forms depending upon the person or persons involved in sex. Whatever gets you off is not this author's concern, only its mechanical effect: for each 10 minutes of foreplay conducted before actually having sex, add +1 to your Satisfaction roll.

However, foreplay is by nature enticing. For each 10 minutes of foreplay after the first, *everyone involved* must make a Wisdom saving throw (DC 15). Failure indicates that the person just got too horny and jumped the bones of the other partner(s); sex begins then as the others got swept up in the moment.

You can't concentrate on spells during foreplay, except as outlined above.

A QUICK FUCK

The above rules presume that you're trying to make sex last as long as your stamina allows; however, sometimes you may only want to get off as fast as possible. A quick fuck takes a number of rounds equal to twice your Constitution score. Your partner is satisfied if this is equal to or greater than twice his or her Constitution score. It is not possible to leave someone very satisfied or very dissatisfied through this method. Similarly, since the entire point of a quick fuck is to get off quickly, you cannot perform foreplay.

Quick fucking is just a kind of sex, so doing it (or doing it in combination with a more drawn out fuck) it is subject to the normal chance of exhaustion as outlined above, as well as preventing you from concentrating on spells.

RECOMMENDED COMPATIBILITY BY RACE

	Aaracokra		Aasimar		Celestial (any)		Centaur		Dragon (any)		Dragonborn		Dwarf		Elf		Fey (any)		Fiend (any)		Firbolg		Genasi		Genie (any)		Giant (any)		Goblinoid (any)		Goliath		Gnoll		Gnome		Half-elf		Half-orc		Halfling		Human		Kenku		Kobold		Lizardfolk		Merfolk		Orc		Tabaxi		Tiefling		Triton		Yuan-ti																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
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Y: Compatible. Consult your DM to determine what race or subrace the resulting child is.
N: Not normally compatible, though magical intervention could change this.

RAPE

The author of this document really wished that he didn't have to bring this up, but knows he has to. In any event, it is impossible to satisfy a partner whom you are raping; your Satisfaction check automatically fails regardless of the result. That is, even if the victim was physically brought to orgasm, they'll still hate your guts. Any Charisma-based skill checks made against them automatically fail (provided they know they are being made by their rapist – if the rapist is attempting to use Deception to disguise themselves, for example, this doesn't apply) for as long after the rape as the DM feels is appropriate (usually, forever).

PREGNANCY

Each time a player character has sex, he or she must make a check to see if their sexual partner(s) has become pregnant (if the PC is male) or to see if they themselves have become pregnant (if the PC is female). Each

This is a Constitution check with the following DC:

Pregnancy DC= 5d6 - your constitution modifier

A character with a Constitution of 10 that rolled a pregnancy DC of 15; would have a DC of 13 if it had a constitution score of 14. In other words, healthier characters are more likely to impregnate or become pregnant, as relevant.

Two (or more) NPCs that have had sex don't have to make this check – the DM can simply decide whether or not they become pregnant as a matter of dramatic convenience. If the DM decides to leave it up to chance anyway, the NPC with the lower Constitution is the one that makes it. Likewise, if two player characters had sex, the check is made by the player character with the lower Constitution. In the event of a tie, randomly determine which player makes the check.

PREGNANCY COMPLICATIONS

There are certain circumstances under which pregnancy is difficult or impossible, as outlined below.

Compatibility. Some races can't impregnate other races. The table on the previous page presents the recommended possible racial combinations. A Dungeon Master may change these to fit his or her campaign at his or her discretion, however.

Fertility. Some races are more or less fertile than others, and as such have advantage or disadvantage on their pregnancy checks. See Part Two: Character Features to see which races this applies to.

Homosexual Sex. Without some serious magical intervention, sex between two (or more) members of the same sex can't result in pregnancy.

Past Your Prime. A woman who is over half the average maximum age for her race can't become

"My Hips Are Moving On Their Own!"

An unfortunately common trope in sexual literature is the idea that a rapist might be so good at sex that the person he or she is raping will actually enjoy it. The author *thoroughly* discourages this line of thinking for reasons that should be obvious; however, some players may prefer to play a game where this is possible. If you want to, you're a sick person, but here's the **variant** rule: if you roll a natural 20 on your satisfaction check, then you ignore the normal rule that you can't satisfy a person you are raping and resolve the satisfaction check normally.

pregnant, though there are some exceptions to this (dragons, for example, remain fertile for nearly their entire lives). A man who is over half the average maximum age of his race has disadvantage on all pregnancy checks.

PREVENTING PREGNANCY

In theory, pregnancy is as simple to prevent as not having penetrative sex, though in practice it's easy to get caught up in the moment. The easiest method of preventing pregnancy is for a man to pull out before he orgasms, though this is not as effective as one might hope.

When you would make a pregnancy check, you can say that you pulled out (if your character is male), or had your partner pull out (if your character is female). Doing so imposes disadvantage on the pregnancy check.

TERMINATING PREGNANCY

Sometimes pregnancy can't be prevented for one reason or another; in that case, it can instead be terminated. A pregnancy can also be lost due to violence or trauma.

Medical Abortion. A successful DC 15 Medicine check can be used to terminate a pregnancy through invasive means. This deals 1d4 damage to the woman carrying the child. The damage is doubled if the character making the Medicine check isn't proficient with Wisdom (Medicine).

Trauma. A pregnant woman who is at ½ or less her maximum hit points must make a DC 15 Constitution saving throw each time she takes damage; on a failure, she has miscarried.

Necrotic Damage. Necrotic damage is the antithesis of life, and new life is very fragile indeed. Any time a pregnant woman takes any amount of necrotic damage, she must make a DC 15 Constitution saving throw. Failure terminates the fetus.

GESTATION AND BIRTH

Different races in D&D gestate for different lengths of time, as shown in the table to the right. This table also shows the average number of children born to a mother

(or eggs laid by a mother, for egg-laying races). Numbers higher or lower than this are possible, but rare and subject to DM fiat (for example, twins comprise about 15% of human births in the real world).

BIRTH

At the end of a woman's gestation period, she goes into labor. The labor lasts for 4d6 hours. Labor is immensely tiring; after just 1 hour in labor a woman gains 2 levels of exhaustion. For every 6 hours she is in labor, she must make a DC 10 Constitution saving throw. On a failure, she gains another level of exhaustion. For each 6-hour period, however, a character other than the mother can make a DC 15 Medicine check; if successful then the mother does not suffer a level of exhaustion. At the end of labor, the mother gives birth. *Ta-da~!*

Races that lay eggs instead go into labor halfway through their total gestation (indicated on the Gestation Length and Number of Offspring table), and their labor lasts only ½ as long (without modifying how often they might gain a level of exhaustion – laying eggs is, biologically, safer for the mother). At the end of their labor, the egg or eggs are laid, with the fetus continuing to develop inside the egg for the remainder of the pregnancy, hatching at the end.

A woman can't become pregnant for 1d2 months after she has given birth (or laid eggs, as appropriate for the race).

The sex of a fetus is technically determined at conception, although physically it takes a little while before fetuses begins to differentiate into male or female, and further most races won't actually know the sex of their child until the child is actually born. To randomly determine the sex of the child, roll a d%. On a result of 01-49, the child is male; on a result of 50-100, the child is female.

GESTATION LENGTH AND NUMBER OF OFFSPRING

Race	Gestation	Number (average)
Aaracokra*	2 months	2d3 eggs
Aasimar	11 months	1 child
Celestial (any)	Varies**	Varies**
Centaur	10 months	1 child
Dragon (any)*	12 months	2d4 eggs
Dragonborn*	5 months	1d3 eggs
Dwarf	12 months	1 child
Elf	24 months	1 child
Fey (any)	Varies**	Varies**
Fiend (any)	Varies**	Varies**
Firbolg	20 months	1 child
Genasi	11 months	1 child
Genie (any)	Varies**	Varies**
Giant (any)	18 months	1 child
Goblinoid (any)	5 months	2d3 children
Goliath	10 months	1 child
Gnoll	6 months	2d3 children
Gnome	13 months	1 child
Half-elf	11 months	1 child
Half-orc	7 months	1d3 children
Halfling	9 months	1d2 children
Human	9 months	1 child
Kenku*	4 months	2d3 eggs
Kobold*	4 months	2d4 eggs
Lizardfolk*	6 months	2d3 eggs
Merfolk	9 months	1d2 children
Orc	6 months	2d2 children
Tabaxi	6 months	1d2 children
Tiefling	11 months	1 child
Triton	9 months	1 child
Yuan-ti pureblood	9 months	1d3 eggs



PART TWO: SEXUAL CHARACTERS

The following details are added to various character races and classes. These are *in addition* to standard features, not replacements or alternates. The idea here is to keep things simple and to not require a player to build a mechanically inefficient character just because he or she also wants to build a sex god.

SEX AMONG RACES

The various races of *Dungeons & Dragons* have the following features added to them. This section also includes some details about their views on sex.

AARACOKRA

The avian aaracokra are not known for the sexual prowess. In truth, most aaracokra lack much in the way of a sex drive, viewing sex as mostly something done for procreation, not pleasure.

Aaracokra gain no racial traits related to sex.

AASIMAR

Aasimar views on sex vary wildly from one individual to the next; however, many aasimar are known for their physical beauty and force of personality that makes them quite alluring.

Seductive. You have advantage on Charisma checks to seduce someone

DRAGONBORN

Like aaracokra, dragonborn are not a particularly sensual people. However, they are known for their robustness and toughness, which do translate well in the bedchambers.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

DWARF

Most dwarf clans view sex as strictly for procreation between a husband and wife. However, dwarves *thoroughly* encourage a husband and wife to get it on as often as possible, so as to increase the size of the clan and counteract their relatively low fertility.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

Infertile. You have disadvantage on checks to impregnate (if male) or become pregnant (if female)

ELF

Elves are an alluring, sensual race that greatly benefits from their long lives where matters of sex are concerned. When one can live nearly a millennium, one tends to pick up quite a few tricks, particularly since elven culture is fairly permissive and lax about sexual adventures.

Imaginative. You have advantage on Wisdom saving throws made to endure foreplay.

Infertile. You have disadvantage on checks to impregnate (if male) or become pregnant (if female)

FIRBOLG

The reclusive and shy firbolg don't encounter others of their kind outside of their immediate families very often, meaning that despite their long lives they have no particular kinks as a race.

Infertile. You have disadvantage on checks to impregnate (if male) or become pregnant (if female)

GENASI

While often physically alluring, genasi have no particular sex drives as compared to other races, being neither particularly horny nor chaste.

Genasi gain no racial traits related to sex.

GOBLINOID

The three goblinoid races – goblins, hobgoblins, and bugbears – have sex often, principally as a means of producing children. Powerful goblinoids will often take multiple partners as a sign of their strength and power, but goblinoids lack style and finesse with their sex.

Fertile. You have advantage on checks to impregnate (if male) or become pregnant (if female).

GOLIATH

Goliaths typically choose only a single partner and mate for life, having sex only with that partner. The harsh climes and conditions that they live in typically leave little time for adventurous sex – but on the other hand, goliaths can keep going for a long time thanks to their stamina.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

Infertile. You have disadvantage on checks to impregnate (if male) or become pregnant (if female)

GNOME

Gnomes enjoy sex almost recreationally. They are not one for forming close attachments to individuals, but rather to the community as a whole. Group sex is common, and the gnomish love of pranks and jests is a fundamental part of their sex lives.

Imaginative. You have advantage on Wisdom saving throws made to endure foreplay.

HALF-ELF

Half-elves tend to view sex like either humans or elves, depending on who raised them. Their natural charm aids them well, although many half-elves suffer awkward first years in spite of this: they reach puberty later than humans and so “fall behind” their human friends’ interest in sex, while those raised by elves mature rapidly and desire sexual activity at a younger age than their peers.

Seductive. You have advantage on Charisma checks to seduce someone.

HALF-ORC

Half-orcs, like their full-blooded kin, tend to like sex rough and are innately promiscuous. While some find their semi-orcish appearance unattractive, there are plenty others for whom that is their fetish – which is well rewarded once they get into bed.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

HALFLING

Halflings don’t really need an excuse to party, and a natural result of partying tends to be sex sooner or later. Halflings have no particular kinks or skills beyond what other races have, though many halflings find the idea of sex with larger humanoid surprisingly alluring, given how often they otherwise hate being treated by them.

Halflings gain no racial traits related to sex.

HUMAN

Human perceptions on sex run the gamut from restrictive to permissive, depending on the time period and culture. Particularly in the fantasy worlds of *Dungeons & Dragons*, no generalizations can be made.

Humans gain no racial traits related to sex.

KENKU

Kenku almost exclusively have group sex. They have no concept whatsoever of monogamy, and any act of sex that two kenku begin is likely to be joined by other kenku in the flock. Despite this, their lack of creativity

means that kenku are fairly boring and standard in bed when left to their own devices.

Kenku gain no racial traits related to sex.

KOBOLD

In most *D&D* worlds, kobolds lack a sex drive altogether. Sex is exclusively for procreation, with those rare kobolds who do derive pleasure and thrill from it being seen as weird at best and degenerate at worst. Even “love” is a foreign concept to most kobolds, with many viewing it as a sort of mental illness.

Fertile. You have advantage on checks to impregnate (if male) or become pregnant (if female)

LIZARDFOLK

Lizardfolk are a fertile species during specific times of the year, usually the hottest parts of summer. For the rest of the year, they show no interest in sexual relations. While the sex itself is fairly standard, lizardfolk often engage in elaborate mating rituals with one another.

Lizardfolk gain no racial traits related to sex.

ORC

To orcs, sex is a form of dominance, and sexual desire is intertwined with feelings of superiority – the longer you can last and the more you can force to have sex with you, the stronger you are. Powerful orcs don’t tend to care for the gender of the person they’re having sex with, only that they are the ones on top and dominating.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

Fertile. You have advantage on checks to impregnate (if male) or become pregnant (if female)

TABAXI

Driven by curiosity and a desire for new experiences, it’s little surprise that tabaxi are sexually adventurous. Also, cat girls. Anyway, tabaxi culture has few taboos on sex: as long as everyone involved is a consenting adult, they don’t care about the other details.

Imaginative. You have advantage on Wisdom saving throws made to endure foreplay.

TIEFLING

Like aasimars, tieflings have few unifying views on sex and sexual relations. Their physical appearance can be darkly alluring to some, however, giving them a natural seductiveness regardless of their own personal tastes.

Seductive. You have advantage on Charisma checks to seduce someone

TRITON

Tritons enjoy bragging about their abilities, and this includes their sexual prowess, with tritons trying to impress one another with how long they can last and how good they are in bed.

Enduring. You have advantage on Constitution checks made to avoid exhaustion from having sex more than once in an hour.

YUAN-TI PUREBLOOD

The subtle serpentine features of a yuan-ti pureblood are incredibly alluring to some people. Yuan-ti themselves practice sex often, having entire libraries filled with musings on techniques and tricks. Sex is a form of power to most yuan-ti, but yuan-ti enjoy indulging in it for its own sake as well.

Imaginative. You have advantage on Wisdom saving throws made to endure foreplay.

Seductive. You have advantage on Charisma checks to seduce someone

SEX AMONG CLASSES

Each class in D&D gains two sexual abilities at 1st level, as outlined below. No specific details about how each class deals with sex are provided, as they vary greatly from individual to individual.

These features are *additive* – they do not replace any existing features. However, you only gain the sexual features of the first class you took levels in. If you are a cleric and decide to multiclass into the fighter class, you do not gain the fighter's Prowess or Gets The Blood Flowing features, for example.

BARBARIAN

Barbarians gain the following sexual features.

HITHER YOU COME

When you have sex, you can choose to last a number of additional minutes equal to your rage bonus damage. Once you use this ability a number of times equal to your Constitution modifier, you must finish a long rest before using it again.

TREAD THE JEWELLED THRONES

Provided you satisfied at least one partner, you may choose to gain advantage on one constitution check or saving throw before your next short or long rest. If you do, your satisfied partner(s) also gains this feature, which they retain until they finish a long rest. Once you use this ability, you can't use it again until you finish a long rest.

BARD

Bards gain the following sexual features.

LOVE SONG

As an action, you can gain advantage on seduction checks. Once you use this ability a number of times equal to your Charisma modifier, you must finish a long rest before using it again.

ROCK THE BED

You may choose to gain an inspiration die at the end of an act of sex, provided you satisfied at least one partner (this is an exception to the normal rule that bards can't grant themselves inspiration dice). If you do, your satisfied partner(s) also gain an inspiration die. Once you use this ability, you can't use it again until you finish a long rest.

CLERIC

Clerics gain the following sexual features.

ORDAINED BIRTH CONTROL

When you have sex, you may choose to impose advantage or disadvantage on a pregnancy roll you make. Once you use this ability a number of times equal to your Wisdom modifier, you must finish a long rest before using it again.

SACRED ACT

You gain advantage on one Wisdom saving throw at the end of an act of sex, provided you satisfied at least one partner. This lasts until the end of your next short or long rest. If you do, your satisfied partner(s) gain the same benefit. Once you use this ability, you can't use it again until you finish a long rest.

DRUID

Druids gain the following sexual features.

BODY CONTROL

When you impregnate or become pregnant, you can choose the determined sex and/or race of the fetus or fetuses. Subject to DM approval.

WILD STYLE

You may choose to gain one extra use of Wild Shape at the end of each act of sex, provided you satisfied at least one partner. If you do, your satisfied partner(s) also gain one extra use of Wild Shape, provided they're a druid. This benefit lasts until they finish a short or long rest. Once you use this ability, you can't use it again until you finish a long rest.

FIGHTER

Fighters gain the following sexual features.

PROWESS

When you have sex, you can use your Strength, Dexterity, or Constitution score to determine how long you can last, rather than your Constitution score. Once you use this ability a number of times equal to your Strength modifier, you must finish a long rest before using it again.

GETS THE BLOOD FLOWING

You may choose to regain a use of Action Surge at the end of an act of sex, provided you satisfied at least one partner. If you do, your satisfied partner(s) gain one use of Action Surge until they finish a short or long rest, even if they are not of the fighter class. Once you use this ability, you can't use this feature again for 7 days.

MONK

Monks gain the following sexual features.

TANTRIC KNOWLEDGE

At will, each 10 minutes of foreplay grants you a +2 bonus on satisfaction checks, rather than +1 bonus. Once you use this ability for foreplay a number of times equal to your Wisdom modifier, you must finish a long rest before using it again.

KAMA SUTRA

You may choose to gain 1 ki point at the end of an act of sex, provided you satisfied at least one partner. If you do, your satisfied partner(s) gain the same benefit until they finish a long rest. Once you use this ability, you can't use it again until you finish a long rest. Characters who don't belong to the monk class gain advantage on one ability check or saving throw before their next short or long rest.

PALADIN

Paladins gain the following sexual features.

DEUS VULT

When making a satisfaction check, you can expend 5 points from your Lay on Hands pool and add them to your satisfaction check result. Once you use this ability a number of times equal to your Charisma modifier, you must finish a long rest before using it again.

SEXUAL HEALING

You may choose to apply the healing or curing effects of your Lay on Hands feature to all partners you satisfy at the end of an act of sex (in other words, for example,

you can expend 10 points from your pool to heal everyone you have satisfied (including you) by 5 hit points (no matter how many people were involved). Once you use this ability, you can't use it again until you finish a long rest.

RANGER

Rangers gain the following sexual features.

THAT'S MY FETISH

At will, you may grant yourself and anyone you have sex with advantage on Wisdom saving throws during foreplay. Once you use this ability a number of times equal to your Wisdom modifier, you must finish a long rest before using it again.

RESTORATIVE FUN

You may choose to gain advantage on one Constitution saving throw at the end of an act of sex, provided you satisfied at least one partner. This lasts until the end of your next short or long rest. If you do, your satisfied partner(s) gain the same benefit. Once you use this ability, you can't use it again until you finish a long rest.

ROGUE

Rogues gain the following sexual features.

ROGUEISHLY CHARMING

At will, you may treat any NPC you are trying to seduce as bisexual, regardless of their actual orientation. However, on the DM's discretion, this might increase the seduction difficulty. Once you use this feature you must finish a long rest before using it again.

AGILE IN BED

You may choose to gain advantage on one Dexterity saving throw at the end of an act of sex, provided you satisfied at least one partner. This lasts until the end of your next long rest. If you do, your satisfied partner(s) gain the same benefit. Once you use this ability, you can't use it again until you finish a long rest.

SORCERER

Sorcerers gain the following sexual features.

THE MAGIC TOUCH

When making a satisfaction check, you can expend Sorcery Points and add them to your satisfaction check result. Once you use this ability a number of times equal to your Charisma modifier, you must finish a long rest before using it again.

PASS IT ON

You may choose to gain access to one sorcerer cantrip you don't know at the end of an act of sex, provided you satisfied at least one partner. You retain access to this cantrip until you finish a short or long rest. If you gain a cantrip in this way, your satisfied partner(s) gain the same cantrip, provided it has the spellcasting ability or pact magic feature. They use their own ability scores to determine any spell save DCs as though they were a sorcerer of equal level to their character level. They retain access to this cantrip until they finish their next long rest. Once you use this ability, you can't use it again until you finish a long rest.

WARLOCK

Warlocks gain the following sexual features.

TABOO

You can impregnate or become pregnant by any race, regardless of your own race. The Dungeon Master determines what race the resulting fetus or fetuses are.

ONE OF US

You may choose to gain an empathic link to any of your sexual partners that you have satisfied. This empathic link has no range, but a creature is severed from the link if they move to another plane of existence. While the link is active, each person in the link knows the current hit points and emotional state of each other person in the link. As an action, you can impose the Blinded

condition on yourself in order to see through the eyes of anyone else in the link. Ending this effect requires another action. This link endures for each person in it until he or she finishes a short or long rest.

WIZARD

Wizards gain the following sexual features.

INTELLECTUAL WOOING

When seducing a target, instead of a Deception, Performance, or Persuasion check, you can instead roll a d20 and add your proficiency bonus and your Intelligence modifier.

LEARNED LOVER

After having sex, you may regain one use of your Arcane Recovery feature, provided you satisfied at least one partner. If you do, your partner(s) regain one spell slot of their choosing for their own class spell lists, provided they have the spellcasting ability or pact magic feature. Otherwise, they gain advantage on one intelligence check or saving throw before their next short or long rest. Once you use this ability, you can't use it again until you finish a long rest.

ARTIFICER

Artificers gain the following sexual features.

INFUSION: SEXUAL TOY

You create a sexual toy of your choosing. It allows you to make satisfaction checks when masturbating on your own. In addition, it grants you a +3 on any satisfaction check you perform on yourself or your partner(s) while using the toy.

LEARNED LOVER

After having sex or masturbating with your toy, you gain advantage on one intelligence skill check before your next short or long rest, and regain one use of the resource provided by your artificer's subclass, provided you satisfied at least one partner or yourself. If you do, your partner(s) also gains advantage on intelligence skill checks. They retain this benefit until the end of their next long rest. Once you use this ability, you can't use it again until you finish a long rest.



OTHER CHARACTERISTICS

Below is a table for randomly determining sexual fetishes for your character. In addition, a new background is presented, the courtesan.

COURTESAN

Nobles, politicians, criminals, the common man; hell, maybe even an orc or two. At some point in your life, you have been with all manner of society's finest and worst through your profession. Your profession, whether through freedom of choice, or a cruel twist of unfortunate events, is one that utilizes a very specific set of skills: the art of seduction. Though your circumstances may be unfortunate, you use them to your advantage.

When making a character with this background ask yourself these questions: What led your character to these circumstances? Was it a twisted and unfortunate fate? Or was it a vocation of choice? How much do you charge for your services? Are you self-employed, or do you work under a pimp? Where is your place of work? These are the questions you must consider, for they will shape your character, at least in the beginning.

Skill Proficiencies: Persuasion, Sleight of Hand

Tool Proficiencies: Disguise kit

Languages: One standard language of your choice.

Equipment: A set of fine clothes, a purse containing 5 gp, a disguise kit, and a small gilded mirror.

HISTORY OF SERVICE

Although open to all ways of life, a courtesan has a story behind them, that, for the most part, discerns their own ways of living.

d4 History of Service

- | | |
|---|--|
| 1 | I was under the wing of royalty, always loyal to their whims |
| 2 | I have broken so many hearts, either for gold or fun |
| 3 | I used to offer my services in a brothel |
| 4 | My services always opened even the best locked doors |

FEATURE: THE OLDEST PROFESSION

Due to your history of work, you can obtain free lodging in brothels or inns where you have conducted business in the past. The owners of these establishments can recommend other locations where you may be able to obtain discounted lodging by dropping their name or offering your services during your stay. If you encounter past clients, you may be able to obtain resources or other aid from them. Depending on your relationship with any given client, this may be through blackmail or through seduction.



SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I am highly flamboyant; I like to exaggerate my movements and mannerisms
- 2 My speech is like a switch; I speak either very warmly or very coldly to everyone
- 3 I am unafraid to get up close and personal with people or situations
- 4 I keep silent about any shortcomings I may be experiencing. I can't stand being pitied
- 5 I am extremely flirtatious, even with friends
- 6 I prefer to leave things finished, rather than let bygones be bygones
- 7 I love being the center of attention
- 8 I am hesitant to name my profession when asked

d6 Ideal

- 1 **Cynicism.** Everyone uses others, why should I act any different? (Evil)
- 2 **Sympathy.** I sympathize with those who work hard but gain little in their endeavors. (Good)
- 3 **Pride.** I love the work I do, despite what any naysayers may call me. (Any)
- 4 **Personal Gain.** When I'm doing you a service, I'm yours. If I'm not, I want nothing to do with you. (Chaotic)
- 5 **Respect.** My favorite climates are the ones who have reasonable expectations and don't stir up trouble. (Lawful)
- 6 **Independence.** My body and soul are my own, no matter what anyone else may say about me. (Neutral)

d6 Bond

- 1 I am highly skeptical when someone offers me something without asking for anything in return.
- 2 I don't concern myself with the turmoil spawned from other's problems.
- 3 There is someone I'm waiting for so we can live together.
- 4 I know a secret about one of my clients that could cost me my life if revealed.
- 5 My clients are all I have.
- 6 I have a child, and I would do anything for them.

d6 Flaw

- 1 Despite my own ability to read people, I myself am very easily read by others.
- 2 If someone has some kind of debt over me, I feel obligated to fulfill said debt no matter what.
- 3 I sometimes expect or wish for others would take care of my problems.
- 4 Depending on the pay, I will do anything for a client.
- 5 I use any means I have at my disposal to complete a goal.
- 6 I love presents or gifts, and cannot refuse one, even if I know doing so is a bad idea.

SEXUAL FETISHES

A sexual fetish is a particular kink that your character enjoys while having sex. This is a character trait similar to a bond or flaw in that it has no mechanical effect. You can select one or more from the table below, or randomly determine your fetish. You can also create a new one, since this list is hardly complete.

SEXUAL FETISHES

d20 Fetish

- 1 Group sex
- 2 Water sports/scatology
- 3 Cross-dressing
- 4 Feet
- 5 Spanking
- 6 Voyeurism
- 7 Exhibitionism
- 8 Rape
- 9 BDSM
- 10 Size difference
- 11 Spouse-swapping
- 12 Furry or Scaly
- 13 Cosplay
- 14 Torture
- 15 Acrotomophilia (attraction for amputees)
- 16 Gerontophilia (attraction to much older partners)
- 17 Interracial
- 18 Zoophilia
- 19 Prolapse
- 20 Vomit play

PART THREE: SEXUAL ITEMS

The following mundane and magical items are added to *Dungeons & Dragons* in a sexual campaign.

MUNDANE ITEMS

The following new items are added to a sexual game.

ADVENTURING EQUIPMENT

These items are generally available to anyone who wants to buy them in most towns in *D&D*.

Aphrodisiac. There are a great many different kinds of supposed aphrodisiacs available in the world, but most of them have little if any real effect. The aphrodisiac listed here is one that actually works; it takes the form of a vial of liquid. For one after hour consuming it, the imbiber is automatically satisfied at the end of an act of sex, with no satisfaction check required. A satisfaction check can still be attempted to see if the imbiber is left very satisfied, but a result of “very dissatisfied” is impossible. If the imbiber is raped, however, the rapist is still considered to have failed his or her satisfaction check.

Birthing Kit. This specialized kit is similar to a healer’s kit, but it contains items designed for midwives to help a mother give birth. It grants advantage on Wisdom (Medicine) checks specifically related to childbirth. It is exhausted after 10 uses.

Chastity Belt. A leather belt with a metal codpiece that fits over the wearer’s gentiles and includes a lock in the front. It comes in either male or female variety. Opening the lock requires a DC 15 Dexterity check, while breaking it requires a DC 15 Strength check. Otherwise, as long as the chastity belt is worn, it is impossible for the wearer to be satisfied during sex.

Condom. Condoms have been around since ancient times; they were usually made from parts of an animal such as a goat or cow. They were not as effective as modern versions, however. If a condom is worn during sex, instead of rolling a d20 on the pregnancy check, roll 3d20 and take the lowest result.

Cassil. Cassil is a small shrub similar to a mustard plant found in the Forgotten Realms; similar herbs may or may not exist in other campaign settings. Its seeds are ground into a fine, tasteless powder that suppresses male fertility. Men who want to avoid fathering children use this herb. A male humanoid who eats about a teaspoon of cassil is rendered infertile for a period of 3d4 days, although it requires about an hour before the herb takes effect.

Stories abound of disloyal courtiers dosing their lords in order to prevent conception of an heir. Using either the Medicine or Nature skills, the effects can be detected with a DC 15 check and countered with a DC 20 check.

ADVENTURING EQUIPMENT

Item	Cost	Weight
Aphrodisiac (per dose)	50 gp	—
Birthing kit	5 gp	1 lb.
Chastity belt	20 gp	2 lb.
Condom	1 sp	—
Desensitizing oil, vial	10 gp	—
<i>Herbs</i>		
Cassil (per dose)	1 gp	—
Nararoot (per dose)	2 sp	—
Sensitizing oil, vial	10 gp	—
<i>Sex toys</i>		
Ball gag	1 gp	½ lb.
Clamp	1 gp.	¼ lb.
Collar, leather	1 gp	1 lb.
Collar, metal	10 gp	2 lb.
Dildo, wooden	2 sp	1 lb.
Dildo, glass	1 gp	2 lb.
Dildo, metal	2 gp	3 lb.
Hood	5 sp	¼ lb.
Mask, leather	5 gp	—
Mask, metal	20 gp	10 lb.
Paddle, wooden	4 sp	2 lb.
Paddle, leather	6 sp	2 lb.
Paddle, metal	10 sp	4 lb.
Riding crop, rattan	1 sp	—
Riding crop, leather	7 sp	1 lb.
Whip, flogger	5 sp	1 lb.
Whip, bull	1 gp	2 lb.

Desensitizing Oil. This oil can be rubbed over a male or female genitalia. Each vial contains enough oil for 3 doses. It reduces sensitivity and sexual stimulation for one hour. During this time, you can have sex for a number of minutes equal to your Constitution score, rather than your Constitution score minus 5. If you have the Enduring racial trait, you can instead have sex for a number of minutes equal to his or her Constitution score +5.

While under the effects of desensitizing oil, you can’t have a quick fuck. Additionally, the DC to satisfy someone who is under the effects of desensitizing oil is increased by 5.

Nararoot. Nararoot is a black, woody tuber with a licorice-like flavor, found in the Forgotten Realms. Shavings steeped in hot water make a strong tea that renders a woman infertile for d4+2 days. Chewed raw,

the root tastes unpleasant, but the effects are more potent, lasting 2d4+4 days. Women who do not wish to become pregnant use nararoot. Using either the Medicine or Nature skills, the effects can be detected with a DC 15 check and countered with a DC 20 check.

Sensitizing Oil. One dose of this oil rubbed into the genitals increasing sensitivity and sexual stimulation. While under its effects, you can have sex for a number of minutes equal to your Constitution score minus 10 (minimum 1 minute). If you have the Enduring racial trait, you can instead have sex for a number of minutes equal to your Constitution score minus 5. However, the DC to satisfy someone who is under the effects of sensitizing oil is decreased by 5.

Sex Toys. What gets you off is not this author's concern. However, using sex toys during foreplay lets you add +2 to your satisfaction checks per 10 minutes of foreplay, rather than +1. Multiple sex toys do not provide a stacking bonus.

Additionally, the following standard equipment can be used as sex toys: candle, chain, manacles, rope (hempen or silk), and sealing wax.

Some sex toys impose specific rules, as well:

Ball gag. While wearing a ball gag, you can't speak and thus can't cast spells with verbal components.

Clamp. While wearing a clamp, you have disadvantage on concentration checks.

Dildo. While a dildo is inserted inside of you, you have disadvantage on concentration checks. A dildo can also be used as an improvised weapon with the same statistics as a club, except it only deals 1d4 bludgeoning damage.

Hood. You are blinded for as long as you are wearing a hood.

Paddle. A paddle can be used as an improvised weapon with the same statistics as a club.

Riding crop. A riding crop can be used as an improvised weapon with the same statistics as a club, except that it deals only 1d4 bludgeoning damage.

Whip. A flogger or bullwhip can be used as an improvised weapon with the same statistics as a whip, except that a bullwhip lacks the reach property.

SEXUAL SERVICES

The following are additional services available to player characters in a sexual game.

Brothel Stay. A brothel (also called a bordello, a gentleman's club, a whorehouse, or a number of other epithets) is a place where both room and prostitute are provided on an hourly basis. Poor brothel rooms have little more than four walls, a door, and a sleeping mat, while classy brothels might include luxurious beds, baths, incense, and even food and drink, doubling as an inn if you pay the fee.

Escort. An escort is a companion who accompanies a person to social functions. In addition to looking good, escorts are often well versed in the arts of conversation

SEXUAL SERVICES

Service	Cost
Brothel stay (per hour)	
Poor	5 cp
Common	5 sp
Classy	5 gp
Escort (per hour)	1 gp
Masseuse (per session)	2 sp
Happy ending	1 gp
Prostitute (per hour)	
Poor	2 cp
Common	2 sp
Classy	2 gp

and diplomacy. Strictly speaking an escort is not a prostitute, but many escorts are willing to include sex as part of the evening's tasks if properly seduced (at double the normal cost). It is expected that the buyer of the escort's time will also pay for any fees or meals the escort eats. Escorts will use the Help action on any Deception, Insight, or Persuasion check their buyer makes.

Masseuse. A masseuse is someone trained in the art of giving massages for health, relaxation, or eroticism. A talented masseur can knead tired muscles and rub fragrant, relaxing oils into the skin. This is a sensual, not sexual, activity...but many massage parlors have a tradition of a "happy ending" whereby sex may be bought for an additional fee. A massage session takes one hour. At the end of the hour, you lose 1 level of exhaustion. You may benefit from a massage only once per long rest in this way.

Prostitute. A lady (or man) of the evening who woos passersby for sexual favors in exchange for money. Most prostitutes claim a street corner, alleyway, dock, or other location as his or her "turf" and fights with others to find the best location. A prostitute will perform sex where asked, usually behind buildings, in alleys, or in the backs of a wagon. Many prostitutes have a pimp to whom they give some or all of their take for the night.

MAGICAL ITEMS

The following new magic items are added to a sexual game.

AMULET OF FLUIDITY

Wondrous item, rare (requires attunement)

While wearing this amulet, you may change your sex as an action to male, female, both, or neither. Changing sex in this way has no impact on your sexual preferences. You can impregnate or become pregnant as normal for

your current sex. If you become pregnant, you can't change your sex until either the fetus is terminated or you give birth.

ARTIFICIAL WOMB

Wondrous item, legendary

This thick glass bottle is two feet on a side and filled with a gelatinous liquid. Placing 1 ounce of blood into the liquid causes it to, for lack of a better term, become pregnant, producing a single fetus, which takes as long to gestate as is normal for its race. A single person can use just his or her own blood to, in essence, produce a clone, although the baby has none of the memories or personality of its lone parent. Alternatively, two or more people can contribute blood to the *artificial womb* to produce a child that is a mix of all the contributors. In this way, a child can have more than two biological parents, and can even be the product of races that would normally be incompatible.

The Dungeon Master determines the specific race and sex of the resulting fetus, but it is otherwise always a perfectly normal and healthy example of its kind.

Once the fetus has finished gestating, liquid inside of the *artificial womb* disappears (thereby ensuring that the new baby doesn't drown). It reappears after 1 week, at which point the *artificial womb* can be used again.

BIKINI ARMOR, +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

This armor reveals significant portions of its wearer's body, including the thighs, arms, most or all of the chest, most of the buttocks, and most or all of the navel and back. Nevertheless, this armor has an AC 12+DEX provided the wearer is not wearing any other clothes, armor or body cover.

Additionally, you have a bonus to seduction checks while wearing this armor. The bonus is likewise determined by the armor's rarity.

BOOK OF EROTIC FANTASY

Wondrous item, artifact (requires attunement)

This book is bound in soft felt and decorated with sexual images. It is held closed by an attached silken scarf, but any creature may untie the scarf to read the *Book of Erotic Fantasy's* contents; the book audibly sighs enticingly when this happens. Contained inside is an illustrated treatise of sensuality and sexuality unequalled in the entire multiverse. Once the book is opened, the attuned creature must spend 80 hours reading and studying the book to digest its contents and gain its benefits. Other creatures that peruse the book's open pages can read the text – and observe the

illustrations – but glean no deeper meaning and reap no benefits.

Benefits gained by the *Book of Erotic Fantasy* last only as long as you strive to lead a sexually free lifestyle (though the book does not require you to change your sexual preferences). If you go 10 days without having consensual sex, you lose all benefits granted by the book.

Random Properties. The *Book of Erotic Fantasy* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Ability Score Increase. After you spend the requisite amount of time reading and studying the book, your choice of Charisma or Constitution increases by 2, then the ability score you didn't choose increases by 1.

Sexual Prowess. Once you've read and studied the book, any time you have sex thereafter, your partner or partners are never dissatisfied nor extremely dissatisfied. You still roll to see if your partner(s) are extremely satisfied. You gain a bonus to this roll equal to your Charisma modifier. Furthermore, you have advantage on Wisdom saving throws made to endure foreplay.

Body Mastery. Once you've read and studied the book, you gain mastery over your reproductive system. When you would make a pregnancy check, you can choose to have that check be automatically successful or unsuccessful.

Fawning Loyalty. Once you've read and studied the book, any sexual partner you leave extremely satisfied is charmed by you. The charm effect lasts for a year and a day.

Destroying the Book. The *Book of Erotic Fantasy* can be infected by a red slaad's egg and a blue slaad's chaos phage (it has a +11 bonus to Constitution saves for this purpose). This infection lasts for 7 days. While this will not result in the book transforming into a slaad nor the birth of a slaad tadpole, the infected book can then be taken to the Clockwork Nirvana of Mechanus and brought before Primus, the One and the Prime, who can then destroy the infected book.

CONDOM OF CERTAINTY

Wondrous item, rare

While wearing this condom, any pregnancy check you would make fails automatically. The condom is reusable, though it is advised you wash it between uses.

Curse. There is a 10% chance that a *condom of certainty* is cursed. A cursed *condom of certainty* instead has any pregnancy check you would make while wearing the condom succeed automatically, provided that you are otherwise compatible with your sexual partner(s).

CUPID'S CHAOTIC ARROW

Ammunition (arrow), artifact (requires attunement)

This arrow is red in coloration, with brighter scarlet fletching and a head shaped like a heart. *Cupid's chaotic arrow* can be fired like a normal arrow, however unlike normal arrows it is not destroyed after its use, but rather returns to its owner's hand.

Cupid's chaotic arrow has a number of different effects, as follows.

Random Properties. *Cupid's chaotic arrow* has the following random properties.

- 1 minor beneficial properties
- 1 minor detrimental property

Attack bonus. You have a +3 bonus to attack rolls with *Cupid's chaotic arrow*. However, the arrow deals no damage to a creature it strikes.

Random Effect. Once you hit with the arrow, it has a random effect, as determined by the table on the following column. All saving throws are made against a DC of 17.

Destroying the Arrow. The arrow can only be destroyed by a god or goddess of love. They are fairly unlikely to do so, however, as most enjoy the chaos that the arrow creates.

DETACHABLE PENIS

Wondrous item, rare

As an action, you can place this dildo against the clitoris of a woman and speak a command word to have it meld to the woman, becoming a flesh-and-blood, perpetually erect penis of appropriate size to the woman it has attached to. The woman can thereafter use the penis exactly as though she had one naturally, albeit with no chance of the woman impregnating another woman. The *detachable penis* does not cover the vagina and as such the woman can still be penetrated and impregnated as normal. The *detachable penis* can be detached by speaking the command word again; otherwise, it falls off after 1 hour has passed.

FIGURINE OF THE WILLING WONTON

Wondrous item, very rare (requires attunement)

This appears as a tiny (an inch or so high) statuette of a lovely male or female of a given race. When the figurine is tossed down and a command word is spoken, it becomes a very attractive, living person of the race and sex the statue depicts that will serve you willingly and well for 12 hours. The figurine does not come with any gear or clothes. It uses the Commoner statistics from the *Monster Manual*.

4d6 Effect

- | | |
|-------|---|
| 4 | The arrow is reflected back at you, using the attack roll you made. If it hits, roll again to determine its effect, ignoring this result if it comes up a second time. |
| 5 | The victim's Charisma score decreases by 2 permanently, to a minimum of 1. |
| 6-7 | The victim is rendered sterile for the next 1d4 days. All pregnancy checks made by or concerning the victim automatically fail during this time. |
| 8-9 | The victim must make a Charisma saving throw. On a failure, his or her seduction DC is reduced by 5 for the next 1d4 days. |
| 10-12 | The victim must make a Charisma saving throw. On a failure, he or she is charmed by the next living creature he or she sees. The charm lasts for 1d4 days. |
| 13-15 | The victim must make a Charisma saving throw. On a failure, he or she will permanently fall in love with the next living creature he or she sees, gaining the bond "I am madly in love with this person." |
| 16-18 | The victim must make a Charisma saving throw. On a failure, he or she is charmed by the next living creature he or she sees. The charm lasts for 1d4 days. |
| 19-20 | The victim must make a Charisma saving throw. On a failure, his or her satisfaction DC is reduced by 5 for the next 1d4 days. |
| 21-22 | The victim is rendered incredibly fertile for the next 1d4 days. All pregnancy checks made by or concerning the victim automatically succeed during this time. |
| 23 | The victim's Charisma score increases by 2 permanently, to a maximum of 30. |
| 24 | Roll twice, ignoring this result if it comes up a second time. |

GIRDLE OF MASCULINITY/FEMININITY

Wondrous item, uncommon

This magical girdle appears to be a *belt of giant strength*, or some other magical belt.

Curse. This item is cursed and does not actually function as the belt it appears to be. Instead, once donned, the item causes your sex to reverse – a man becomes a woman, or a woman becomes a man. Your character is otherwise unchanged in terms of statistics, personality, or sexual preferences – a heterosexual man who is transformed into a woman still finds himself attracted to women, for example.

You are fully the sex you have transformed into; in other words, you can impregnate or become pregnant as relevant to your new sex. If you are currently pregnant,

you can't be transformed by the *girdle*. If you become pregnant while under the effects of the *girdle*, its curse can't be undone until the pregnancy ends, either by giving birth or termination of the fetus.

Removing the *girdle* does not undo the curse it puts you under, although each *girdle* can affect only one character at a time. Otherwise, the curse of the *girdle* can be broken in the usual ways.

GIRDLE OF SPEEDY GESTATION

Wondrous item, very rare (requires attunement)

While wearing this girdle, your pregnancy last for only 1/10th the normal time. This has no ill effects on either you or the fetus you are carrying. If the *girdle of speedy gestation* is removed during your pregnancy, your pregnancy resumes its normal pace.

GREATER DETACHABLE PENIS

Wondrous item, very rare

This item functions as a *detachable penis*, except that a woman can use it to impregnate her partner(s), provided they are otherwise compatible. The resulting fetus is a perfectly healthy, normal example of its kind. The *greater detachable penis* may or may not include a visible ball sack, as preferred by the creator of the magic item.

IMPERIAL CLOTHES

Wondrous item, rare

These regal, opulent clothes are made of cloth-of-gold and studded with diamonds. While wearing them, your Charisma score increases by 2.

Curse. These clothes are cursed. After 1d4 minutes, the clothes turn invisible to everyone except you – that is, as far as anyone other than you can tell, you are walking around naked. Furthermore, you must make a DC 15 Wisdom save. On a failure, you are convinced that your clothes are visible and refuse to believe anyone who tells you otherwise.

THE OTHER ROD OF WONDER

Wondrous Item, very rare

This magical, phallic rod is hollow. As an action, you can slip the *other rod of wonder* over your penis. While it is so equipped, you can place your penis against a creature's orifice and speak a command word, causing both the *other rod of wonder* and the penis it contains to grow or shrink to a perfect size to fit the orifice it has been placed against. This causes you no harm and allows you to ignore the usual size penalty to satisfaction checks and the damage you would inflict if having sex with a creature smaller than you

A separate command word causes your penis and the *other rod of wonder* to grow or shrink again to its normal size; otherwise, the effect lasts for 1 hour. The *other rod of wonder* can't grow or shrink if it or your penis are currently inside of an orifice.

PERIAPT OF PROOF

AGAINST PREGNANCY

Wondrous item, rare (requires attunement)

This engraved gem appears to be a jewel of small value. While wearing it, it is impossible for you to impregnate (if male) or become pregnant (if female).

PHALLIC WEAPON, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You gain a bonus to attack and damage rolls made with this magic weapon, which looks like male genitalia. The size of the bonus is determined by the weapon's rarity.

Additionally, the weapon functions as a sex toy. If used during sex itself, it grants you a bonus to your satisfaction check, also determined by its rarity. It inflicts no damage when used for sex.

POTION OF SEXUALITY

Wondrous item, uncommon

After imbibing this potion, your sexuality changes for 24 hours. Each *potion of sexuality* changes your sexuality to one of the following options. See Chapter 1 for more information about what each sexuality entails.

d8 Sexuality	d8 Sexuality
1 Exclusively heterosexual	5 Usually homosexual
2 Generally heterosexual	6 Generally homosexual
3 Usually heterosexual	7 Exclusively homosexual
4 Bisexual	8 Asexual

If you are already of the sexuality entailed by the potion, then the potion has no effect on you.

Unlike normal potions, you can't discern this one's effects by tasting it. Indeed, the potion has no taste and can be added to another drink without the imbiber being aware of the potion's presence.

The *potion of sexuality* does not necessarily make you any more or less promiscuous than you were before. If you are unwilling to have your sexuality changed (including if you don't realize that you are drinking a *potion of sexuality*), then you are entitled to a DC 13 Charisma saving throw. Success negates its effects.

RING OF CHASTITY

Wondrous item, uncommon (requires attunement)

While wearing this unassuming pewter ring, your sexual orientation becomes asexual. Additionally, any man you touch cannot get nor maintain an erection for as long as you touch him while wearing the ring.

RING OF SEXUALITY DETECTION

Wondrous item, very rare (requires attunement)

A very simple ring with a white, semiprecious stone set in the side. While wearing this ring, as an action you can target a creature within 30 feet. That creature must make a DC 15 Charisma saving throw. If the creature fails, then you learn the creature's sexual orientation. The creature doesn't know that it has been targeted by the ring unless it succeeds on a DC 20 Perception check.

SAXOPHONE OF SEDUCTION

Wondrous item, rare (requires attunement by a bard)

This saxophone looks like an ordinary example of its kind. However, if you play it while making a seduction check, you have advantage on the check, and may additionally make a single seduction check to attempt seduce everyone who can hear the *saxophone*.

SHIRT OF VITALITY

Wondrous item, rare

Any corpse or undead wearing this shirt is affected by a *gentle repose* spell for as long as it continues to wear the shirt. While primarily used to allow the deceased to be transported long distances without rotting, an undead creature wearing this shirt that has all its sexual organs intact can impregnate (if male) or become pregnant and carry a fetus to term (if female).



PART FOUR: SEXUAL MAGIC

Previous incarnations of documents like this tended to include reams upon reams of new spells dedicated solely to sex. However, because the overall theme of 5th Edition *Dungeons & Dragons* can be summarized as “keep it simple, stupid”, this part is instead going to be focused on describing how existing magic spells can be used to affect your prowess in bed. Basically they are new qualities to existing spells that apply only to sex; anyone who knows the spell in question automatically knows how to “make the magic happen.”

Other spells may be used to have sex, of course; the list below simply outlines new or esoteric uses of existing spells in the *Player's Handbook*.

CANTRIPS

The following qualities are added to the various cantrips outlined below.

Druidcraft. Using this spell, when you would roll a pregnancy check, you may add 1d4 or subtract 1d4 from the check result (your choice).

Prestidigitation. Using this spell, when you would roll a seduction check, you may add 1d4 or subtract 1d4 from the check result (your choice).

Thaumaturgy. Using this spell, when you would roll a satisfaction check, you may add 1d4 or subtract 1d4 from the check result (your choice).

1ST-LEVEL

The following qualities are added to the various 1st-level spells outlined below.

Animal Friendship. Beasts charmed by *animal friendship* still can't be seduced.

Bane. The effects of this spell also apply to seduction checks that a creature makes.

Bless. The effects of this spell also apply to seduction checks that a creature makes.

Charm Person. Seduction checks against a creature affected by this spell have advantage.

Entangle. If you have sex with someone while lying in an area affected by *entangle*, you have advantage on checks to satisfy them.

False Life. For the duration of this spell, you have advantage on all Constitution checks to avoid exhaustion from having sex.

Find Familiar. No, you can't seduce your familiar; it's still subject to normal beast rules.

Find Steed. No, you can't. It's still a beast. **Goodberry.** For each *goodberry* you eat before having sex, you can endure an additional minute. This effect wears off at the end of your next long rest.

Unseen Servant. At your discretion, any servants created by this spell can be “anatomically correct”, if

you will. Male or female, your choice for each servant at its creation. They have limitless stamina and so can keep fucking or endure getting fucked until their partner(s) get off or until the spell ends. However, they can't be satisfied.

2ND-LEVEL

The following qualities are added to the various 2nd-level spells outlined below.

Crown of Madness. Seduction checks against a creature affected by this spell have advantage.

Detect Thoughts. While under the effects of this spell, you have advantage on checks made at the end of sex to satisfy your partner or partners, since you know just what they like.

Enlarge/Reduce. The effects of this spell are unchanged; just making a note here that this is a good way for a smaller creature to get around the problems of having sex with a larger one (or vice-versa).

Enthrall. You have advantage on checks to seduce creatures affected by this spell.

Find Traps. In addition to the spell's normal effects, you can sense if anyone in the vicinity is attempting to disguise their true (biological) sex, such as a man dressed as a woman. As normal, this merely lets you know that there are “traps” in the vicinity, it does not point out the specific individuals who are so disguised.

Gentle Repose. A still-animate, corporeal undead that has all of its, shall we say, “bits and pieces” intact, can be targeted by this spell. If it is unwilling, it may make a Charisma saving throw, success negates it (unintelligent undead are always unwilling). Otherwise, an undead creature affected by this spell can impregnate or become pregnant, as relevant to its gender. Note that female undead will have to have this spell continuously cast upon them for the pregnancy's duration in order to carry the child to term successfully; otherwise, at the conclusion of the spell, the fetus is automatically terminated.

3RD-LEVEL

The following qualities are added to the various 3rd-level spells outlined below.

Animate Dead. The undead created by this spell can be used for sexual purposes if you really, really want, sicko.

Bestow Curse. In addition to its normal options, you can use this spell to render a target infertile for its duration: all pregnancy checks the target makes or is subject to fail automatically.

Haste. A creature currently affected by this spell can have sex for only half their normal length of time before

orgasming, which will of course negatively affect their satisfaction rolls.

Slow. A creature currently affected by this spell can have sex for twice their normal length before orgasming. This will of course positively affect their satisfaction rolls.

4TH-LEVEL

The following qualities are added to the various 4th-level spells outlined below.

Aura of Life. All pregnancy checks made within the area of this spell are automatically successful.

Blight. A pregnant woman who fails her save against this spell has her pregnancy terminated automatically.

Conjure Minor Elementals. A conjured elemental can be seduced like any other NPC. Forcing one to have sex with you is rape.

Conjure Woodland Beings. A conjured fey can be seduced like any other NPC. Forcing one to have sex with you is rape.

Death Ward. Pregnant women affected by this spell have advantage on any check made to avoid losing their fetus.

Dominate Beast. Yes, you can use this the way you think you can. Weirdo.

Evard's Black Tentacles. When you cast this spell, you can choose to have it not deal any damage for its duration. If you do, its duration becomes 10 minutes. Creatures within the area of effect of the spell that have sex with the tentacles are automatically satisfied (no check required) at the end of the spell's duration. You can also use the tentacles in this way to rape people, but as normal they're not actually satisfied. *Arigato, takosama.*

Polymorph. A creature changed into a beast or other unintelligent creature can still be seduced if its original form could otherwise be seduced. Kinky and thoroughly weird, guy.

5TH-LEVEL

The following qualities are added to the various 5th-level spells outlined below.

Animate Objects. The objects animated by this spell can be used for sexual purposes. Kinky.

Awaken. An *awakened* beast or plant can be seduced, unlike a normal beast or plant. Understand that I am giving you a disapproving look, however.

Circle of Power. Each creature in the area of effect can have sex for an additional number of minutes equal to your spellcasting ability modifier.

Conjure Elemental. A conjured elemental can be seduced like any other NPC. Forcing one to have sex with you is rape.

Dominate Person. Yes, you can use enchantment magic to rape someone. Because it is rape.

Hallow. This spell gains an additional effect option: All pregnancy checks made within the *hallowed* area have advantage or disadvantage (your choice).

Planar Binding. The summoned creature can be seduced as normal, but most summoned creatures are not precisely amenable to the idea and so the DC is raised by 5 (the DM may make exceptions to this, such as a summoned succubus). A creature actually bound to your will can be forced to provide sex, but doing so is usually rape (again, succubi are usually an exception).

6TH-LEVEL

The following qualities are added to the various 6th-level spells outlined below.

Conjure Fey. A conjured fey can be seduced like any other NPC. Forcing one to have sex with you is rape.

Create Undead. You can command the created ghouls to have sex with you. It's rape, though. Also, gross.

Find the Path. While affected by this spell, you have advantage on checks to satisfy female partners. Because it personally amuses me.

Flesh to Stone. If this spell targets a male, you can selectively turn only one portion of the masculine anatomy into stone for its duration. You know which one. While it is stone, the man cannot get off, but he has advantage on checks to satisfy his sexual partner or partners. Again, because it personally amuses me.

Hero's Feast. When you cast this spell, choose one of the following additional effects, which last for as long as the spell's other effects do: All creatures who partake of the feast can have sex for twice as long; or all creatures who partake of this feast make pregnancy checks with advantage.

Otto's Irresistible Dance. Instead of making the target dance, you can make them start to masturbate. The mechanics of the spell are unchanged.

Planar Ally. The service you can bargain for can be sex, and this replaces the normal seduction rolls.

7TH-LEVEL

The following qualities are added to the various 7th-level spells outlined below.

Conjure Celestial. A conjured celestial can be seduced like any other NPC. They will not submit to being raped, nor rape a target, as either one would violate their alignment.

Finger of Death. If a pregnant woman fails her saving throw against this spell, her pregnancy is terminated.

Mordenkainen's Magnificent Mansion. At your discretion when you create the mansion, it can be a pleasure palace. Creatures in the mansion have advantage on satisfaction checks.

Sequester. Buckle up for this one. When casting *sequester* on a willing pregnant woman, you can target the fetus she is carrying instead of the woman herself. If you do so, then the fetus stops developing and cannot

be terminated for the duration of the *sequester* spell. A pregnant woman who's fetus has been *sequestered* can't become pregnant.

8TH-LEVEL

The following qualities are added to the various 8th-level spells outlined below.

Dominate Monster. Yes you can, but understand that this is rape, no two ways about it.

Telepathy. For the duration of this spell, you have advantage on checks to satisfy your sexual partners, as you know exactly what they like.

9TH-LEVEL

The following qualities are added to the various 9th-level spells outlined below.

Gate. A creature summoned through a *gate* spell can be seduced as normal. Forcing them to have sex with you is rape.

Shapechange. A creature changed into a beast or other unintelligent creature can still be seduced if its original form could otherwise be seduced. Still weird, dude.

True Polymorph. As *shapechange* above.

Wish. You can't make anyone fall in love with anyone else, but when you use this spell to duplicate another spell, this will include the sexual aspects of the spell.



PART FIVE: SEXUAL MONSTERS

The following new sexual monsters are presented for your deviant pleasure. Each one includes its seduction and satisfaction DCs in the stat block. While designed with sexual encounters in mind, they do not necessarily have to be run in sexual games. A hungry alraune can make a great enemy for even normal games, while a philotes makes an excellent low-CR angel if you want your players to encounter a divine being that isn't on the same level as a planetar or solar.

Alraune

Alraune are forest-dwelling plant creatures that are rooted in place, unable to move. In spite of this, they are effective predators, using their temptation spores to draw creatures close to them, then using their vines and powerful bite to draw the creature close and swallow it whole.

The body of an alraune resembles an immense flower surrounded by a quartet of large vines, rooted into the ground. The style and stigma of the flower, however, have developed to look rather like a voluptuous female humanoid from the waist up, including arms, a face, and even "hair" in the form of very thin, harmless vines. The alraune can speak through its stigma's mouth, see through its eyes, and even use the stigma's arms and hands for ordinary tasks. The humanoid part of the alraune is not necessary for the alraune, however (though severing it does hurt). A severed alraune stigma can be regrown over the course of a few weeks. The petals of an alraune can fold up to cover the alraune from about the shoulders down, giving off the impression of a humanoid woman being eaten by a carnivorous plant. At the base of the petals is the alraune's digestion chamber, in which food is slowly dissolved and absorbed over the course of several weeks.

Slothful Predators. Alraune are not particularly picky in what they eat, having no preference for animals, humanoids, or other creatures. A single medium-sized creature can keep an alraune satisfied for weeks at a time. During this time, alraune can be approached with relatively little fear of being eaten. Alraune are also happy to accept gifts of food rather than eating a live creature. A placated or otherwise full alraune will allow creatures to pass by it without trouble, or even communicate and interact with it, as long as the alraune does not think it is threatened.

While not fey themselves, alraune often form friendships with dryads, nymphs, and other creatures of fey, which are immune to the alraune's temptation and domination spores (and dryads don't taste good, anyway). Alraune with such friends are usually less likely to eat humanoids, due to their friends helping

them get a steady, stable diet of animal meat.

Charmed Servants. Alraune are not particularly intelligent, but their temptation spores do tend to lead to a lot of creatures fawning over them, sometimes more than the alraune can possibly eat. The charmed servants furthermore often desire to shower the alraune with gifts. Being simple creatures, alraune have little interest in jewelry, flowers, or chocolates, but are greatly pleased by gifts of meat. In return, alraune are happy enough to please their charmed servants in whatever way they like, even sexually. Alraune stigmas can even themselves be stimulated, via "oral" sex with the stigma's "mouth", although alraune cannot be impregnated in this or any other way, instead releasing floating seeds and pollen both once per year (several weeks apart, so as to prevent self-pollination of their own seeds) which can grow into new alraune over the course of several years. Exactly why a plant creature that reproduces via pollination and seeding can nevertheless be sexually stimulated is a question that baffles scholars the world over.

The Quickest Way to the Heart. Offering an alraune meat as part of a seduction check grants advantage on the seduction check.



Alraune

Large plant, true neutral

Armor Class 15 (natural armor)

Hit Points 162 (24d10+30)

Speed 0 ft.

Seduction DC 24; **Satisfaction** DC 16

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	16 (+3)	5 (-3)	14 (+2)	19 (+4)

Skills Deception +8, Nature +1, Perception

+6 **Damage Vulnerability** fire

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, deafened

Senses Blindsight 60 ft., passive Perception

16 **Languages** Common, Sylvan **Challenge**

11 (7,200 XP)

Temptation Spores. The alraune constantly emits a sweet-smelling, enticing cloud of spores that surrounds it out to 120 feet. All beasts, humanoids, and giants entering this radius must succeed on a DC 15 Constitution saving throw or be Charmed by the alraune for 1 hour. The creature can repeat this save whenever it takes damage. A creature that successfully saves against an alraune's temptation spores is immune to that alraune's temptation spores for 24 hours.

Actions

Multiattack. The Alraune makes four attacks, three with its vines and one bite.

Bite. *Melee Weapon Attack.* +9 to hit, reach 0 feet., one target. *Hit:* 14 (2d8+5) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the alraune can't bite another target.

Vine. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the alraune can't use this vine on another target. The alraune has 4 vines. On its turn, the alraune can as a bonus action move a creature grappled by one of its vines into its mouth, allowing the alraune to attempt to bite or swallow it.

Swallow. The alraune makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the alraune, and it takes 14 (3d8) acid damage at the start of each of the alraune's turns.

If the alraune takes 15 damage or more on a single turn from a creature inside of it, the alraune must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the alraune. If the alraune dies, a swallowed creature is no longer restrained and can escape the corpse by using 10 feet of movement, exiting prone.

Domination Spores (3/day). The alraune releases a stream of spores, targeting a single beast, humanoid, or giant creature within 30 feet. The creature must succeed on a DC 15 Constitution saving throw or be affected as though by a *dominate person* spell.

Demon: Zeroa

A zeroa –commonly known as a tentacle demon – is one of the more feared creatures of the lower planes, despite its relative weakness compared to many of the more powerful demons such as balors and mariliths. They are often found in the company of succubi/incubi, for whom they act as guardians, pets, and debased fuck toys.

Incessant Sex Machines. A zeroa has few desires other than to grapple and invade targets. They are single-minded in the pursuit of this goal, and of course, being Chaotic Evil demons of the lower realms, don't particularly care if their victim is willing or not. Zeroa will take advantage of their tentacle's elastic nature to ensure that their victims survive for as long as possible, until the zeroa has exhausted itself. Then they will usually kill their victim (either directly via crushing it with its tentacles; or indirectly through fucking it to death) and move on, although some zeroa might spare their victims so that they can be raped again in the future.

Servants of the Succubi. Zeroa will generally rape anything they can overpower, but their simple minds and sexual desires mean that succubi/incubi can target them with their Charm ability, despite zeroa not being humanoids. As such, though succubi/incubi are physically much weaker than zeroa, tentacle demons nevertheless are often their victims. The succubus gets a pet which it can "let off the leash" on victims, or get fucked by herself if she desires.

Offspring. Women who survive a zeroa's assault will usually become pregnant with cambions, half-fiends. Although these offspring will often have cosmetic features that tell of their ancestry, they are not statistically different from standard cambions. Zeroa themselves can also be impregnated under the right circumstances, but care little for their own offspring and usually abandon them.

Demon, Zeroa

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 151 (12d10+85)

Speed 30 ft., climb 30 ft.

Seduction DC 16; **Satisfaction** DC 20

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	3 (-4)	9 (-1)	4 (-3)

Skills Perception +2, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands Abyssal but cannot speak

Challenge 7 (2,900 XP)

Elastic. At will, a zeroa can cause its tentacles to expand or shrink. This has no effect on its damage, but it does allow them to penetrate any orifice without causing damage to its victim, should it choose to.

Enduring. A zeroa can have sex for a number of minutes equal to its Constitution score before it needs to make a satisfaction check.

Insatiable. Satisfaction checks made against the zeroa have disadvantage.

Actions

Multiattack. The zeroa makes four attacks, one with each of its tentacles.

Tentacle. *Melee Weapon Attack.* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The zeroa has four tentacles, each of which can grapple one target.

Nymph

Nymphs are nature's embodiment of physical beauty, and the guardians of the sacred places of the wild.

They are so unbearably lovely that even a glimpse of one can blind an onlooker. Nymphs hate evil and any who would despoil the wilds for any reason.

Wild and Mercurial. A nymph embodies both great beauty and fearsome danger. She can be kind and graceful to mortals who revere the wild places of the world, but also quick to strike against mortals who take more than they need or who treat nature thoughtlessly. Animals of all types flock to a nymph, ignoring the presence of natural enemies; injured beasts know that the nymph will tend their wounds.

Solitary Guardians. A nymph often has a place that she hold sacred and defends against intrusion – a grove, a pool, or sometimes a hilltop or peak. She uses her animal allies and abilities to drive intruders away from the spot she defends, preferring to use non-lethal attacks first and resorting to deadly attacks only when faced by evil creatures or intruders who reply to her efforts with deadly attacks of their own.

Nymph

Medium fey, chaotic good

Armor Class 19

Hit Points 39 (6d8+6)

Speed 30 ft., swim 30 ft.

Seduction DC 24; **Satisfaction** DC 12

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	22 (+6)

Skills Animal Handling +3, Acrobatics +5, Deception +8, Medicine +4, Performance +8, Persuasion +8

Senses Darkvision 30 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Unearthly Grace. The nymph adds her Charisma bonus to all her saving throws, and as a bonus to armor class.

Blinding Beauty. All humanoids within 30 feet of the nymph must make a DC 16 Constitution saving throw. Those that fail the save become blinded for 1d6 hours. A creature that makes its save against this ability is immune to the ability from the same nymph for 24 hours. The nymph can suppress or resume this ability as an action.

Actions

Unarmed Strike. *Melee Weapon Attack.* +1 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage

Stunning Glance. The nymph locks eyes with a humanoid within 30 feet. The target must make a DC 16 Constitution saving throw or become stunned for 1d6 round.



Philotes

Philotes (both singular and plural) are rarely-encountered celestials that are the divine counterparts to succubi and incubi. They can be found in the service of couatls, devas, planetars, and solars, as well as many good-aligned deities. Notable numbers of philotes are also known to serve Pistis Sophia of the Celestial Hebdomad, Sathia of the Five Companions, and in the court of Queen Morwel.

Philotes can take either male or female form, though many prefer one over the other. While traveling through the mortal realm, they typically take on a mortal guise, often of a stunningly beautiful humanoid of any race. They may appear as wandering scholars, prostitutes with hearts of gold, sexual advisors, or any number of other forms.

Embodiments of Love. Philotes are celestial embodiments of love, specifically the love between mortal beings, and they exemplify the expression of that love in any form, including sex. When they enter the mortal world, it is typically with the intention of promoting or salvaging love. A philotes might be attempting to salvage a marriage, help bring two star-crossed lovers together, renew a jaded person's faith in the existence of love, or punish a being that is attempting to stop the spread of love. Philotes are not violent by nature – very much believing in the credo of “make love, not war” – but if pressed are capable of defending themselves or others.

Love in All its Forms. Philotes are sometimes mischaracterized as “sex angels”. However, that is not their role or purpose. A philotes will not simply put out for a summoner or show up to “reward” a hero with sex for no reason. For a philotes, sex is an expression of love, and that is the more important feeling. A philotes approaching a married couple who's love is fraying may attempt to seduce both mortals, for example, but the goal of the philotes is not the sex itself, but rather using the physical actions of sex to remind the mortal of the love they once shared and help them renew it. This isn't to say that philotes, left to their own devices, are chaste – far from it, a philotes with no particular goal at the moment may well indulge in physical pleasure. Even then, however, the sex the philotes has is just as much about bringing satisfaction, and perhaps a small bit of love, to their partners as much as it is about “scratching the itch”.

Enemies of the Succubi. Unsurprisingly, philotes are enemies of succubi/incubi. The fact that both philotes and succubi are capable of hiding their true form, but are not capable of innately seeing through such disguises, complicates matters immensely. Philotes and succubi often wage secret battles against one another where they are aware of the other's presence, but not

certain who the other is. This is further complicated by the fact that their nature often means they would prefer to attempt to redeem or purify the succubus before killing it, which succubi can take advantage of to banish their foes back to the celestial realms. On the other hand, philotes are typically more dangerous and determined combatants, easily able to overpower a succubus.



Philotes

Medium celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 39 (6d8+6)

Speed 30 ft., fly 60 ft.

Seduction DC 23; **Satisfaction** DC 15

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	12 (+1)	16 (+3)	22 (+6)

Saving Throws Int +5, Wis+7, Cha +9

Skills Insight +7, Perception +7, Deception +8, Performance +8, Persuasion +9, Stealth +7

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Telepathy 60 ft.

Challenge 5 (700 XP)

Angelic Weapons. The Philotes weapons are magical. Additionally it deals an extra 2d8 radiant damage with weapon attacks (included in the attack).

Shapechanger. The philotes can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the philotes loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The philotes ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Magic Resistance. The philotes has advantage on saving throws against spells and other magical effects.

Actions

Light Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) slashing damage

Charm. One humanoid the philotes can see within 30 ft. of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the philotes' verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends, the target is immune to this philotes charm for the next 24 hours.

Invigorating Kiss. The philotes kisses a perishing creature. The kiss heals 32 (5d10+5) hit points, or bestows that many temporary hit points if the creature is at full health.

Invigorating Kiss. The philotes magically enters the Ethereal Plane from the Material Plane, or vice versa.



MALCANTHET

As seductive as she is dangerous, Malcanthet is the patron of the hedonistic, the lustful, and those who would use their beauty and magic charms to control and ruin those around them. The Queen of Succubi's beauty is so perversely intense that it is said it can drain the life from creatures who even try and touch her. She can control creatures in a multitude of ways – honeyed words, innate magical ability, and the sting of her tail. Like all succubi, she technically can be male or female at will, but Malcanthet seems to prefer a female form.

Although once considered to be a Demon Prince of similar stature to Graz'zt, Orcus, or Demogorgon, Malcanthet has recently undergone a slight change of heart. The chaos of the Abyss grew boring to her, and so Malcanthet has been seen moving among the Lower Planes, spreading her influence and creating minor demesnes within Hades, Gehenna, and even the Nine Hells, though her principle domain is still Shendilavri.

Malcanthet is the sometimes-lover of Demogorgon, with whom she has occasionally sired things best left unmentioned. She has had dalliances with most of the other Demon Princess and other major denizens of the Lower Planes, though always as trysts that were engineered by the Queen of Succubi to gain some favor or prize. Conversely, Malcanthet has a longstanding enmity with Graz'zt. Malcanthet maintains that she spurned Graz'zt for being unworthy of her attentions eons ago when he tried to court her, and that his wounded pride created the legendary rift between the two. Graz'zt, of course, maintains the opposite. In any event, the conflict between these two is less one of open warfare and more one of constant scheming on how best to upset and ruin the other's realms and plans.

MALCANTHET'S LAIR

Malcanthet's lair is her palace on Shendilavri, the 570th lair of the Abyss, an exquisitely beautiful lair that serves her every carnal desire.. She is served in her palace by numerous incubi and succubi, along with a cabal of 13 cambion bards called the Radiant Sisters. The songs of the Radiant Sisters can be heard throughout Malcanthet's palace at all times, haunting and erotic melodies that can have unwelcome effects on those whom Malcanthet has not invited into her realm.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Malcanthet can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

Malcanthet casts the *charm person* spell on every creature of her choice in the lair that she is aware of. She needn't see a creature to target it.

Malcanthet causes horrific music to play throughout the palace. Each humanoid creature is affected as though by a *dissonant whispers* spell casts by Malcanthet.

REGIONAL EFFECTS

The region containing Malcanthet's lair is warped by her magic, creating one or more of the following effects.

Terrain features become subtly (or not so subtly) erotic within 1 mile of the lair.

Humanoid creatures within 6 miles of Malcanthet's lair become particularly susceptible to erotic suggestion. All seduction checks against them are made with advantage. Additionally, humanoids who were completely homosexual or completely heterosexual become generally so instead.

Malcanthet can telepathically communicate with any creature within 1 mile of her lair, as long as she is aware of the creature's presence. She does not need to know its specific location. Malcanthet typically uses this trait to send erotic suggestions and images to the recipient.



Malcanthet

Medium fiend (shapechanger), neutral evil

Armor Class 20 (natural armor)

Hit Points 237 (26d8+120)

Speed 30 ft., fly 60 ft.

Seduction DC 38; **Satisfaction** DC 28

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	21 (+5)	23 (+6)	20 (+5)	29 (+9)

Saving Throws Dexterity +14, Charisma +16

Skills Deception +16, Insight +12, Perception +12, Persuasion +16, Stealth +14

Damage Resistances cold, fire, lighting

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical

Condition Immunity charmed, exhaustion, frightened, poisoned.

Senses Darkvision 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting. Malcanthet's spellcasting ability is Charisma (spell save DC 24). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *dispel magic*, *dissonant whispers*, *enthrall*

3/day each: *command*, *counterspell*, *dominate person*, *suggestion*, *telekinesis*, *teleport*

1/day each: *confusion*, *dominate monster*

Legendary Resistance (3/day). If Malcanthet fails a saving throw, she can choose to succeed instead.

Magic Resistance. Malcanthet has advantage on saving throws against spells and other magical effects.

Magic Weapons. Malcanthet's weapon attacks are magical.

Shapechanger. Malcanthet can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, she loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to its true form if she dies.

Telepathic Bond. Malcanthet ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Actions

Multiaction. Malcanthet attacks with her claw twice or makes one claw attack and one sting attack.

Claw (Fiend Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (4d6+7) slashing damage.

Sting (Fiend Form Only). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6+7) piercing damage plus 7 (2d6) poison damage, and the target must make a DC 20 Constitution saving throw. On a failure, the victim is affected as though by a *dominate monster* spell for 1 hour.

Malcanthet's Charm. One humanoid Malcanthet can see within 60 feet of her must succeed on a DC 24 Wisdom saving throw or be magically charmed for 9 days. The charmed target obeys Malcanthet's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Malcanthet's charm for the next 24 hours. Malcanthet can have up to nine targets charmed at a time. If she charms a tenth, the effect ends on the charm that has been maintained the longest.

Draining Kiss. Malcanthet kisses a creature charmed by it or a willing creature. The target must make a DC 24 Constitution saving throw against this magic, taking 59 (9d10+9) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. Malcanthet magically enters the Ethereal Plane from the Material Plane, or vice versa.

Reactions

Reflect Enchantment. When an enchantment spell targets Malcanthet and she succeeds on her saving throw, that spell is reflected back upon the caster as if Malcanthet had cast the spell herself (although it still uses the original caster's spell save DC).

Legendary Actions

Malcanthet can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Malcanthet regains legendary actions at the start of her turn.

Charm. Malcanthet uses her Charm ability.

Etherealness (Costs 2 Actions). Malcanthet magically enters the Ethereal Plane from the Material Plane, or vice versa.

Summon Succubus (costs 3 actions). Malcanthet automatically summons 1d4+2 succubi.

APPENDIX: THE BARD'S CHECKLIST

MONSTERS

Creature	Seduction DC	Satisfaction DC	Creature	Seduction DC	Satisfaction DC
Aarakocra	17	10	Demons (continued)		
Aboleth	28	19	Yochlol	19	18
Angels			Devils		
Deva	24	18	Barbed devil	20	18
Planetary	29	24	Bearded devil	18	15
Solar	40	33	Bone devil	22	18
Azer	18	15	Chain devil	21	18
Banshee	20	10	Erinyes	23	18
Behir	22	18	Horned devil	24	21
Beholder			Ice devil	24	18
Beholder	25	23	Imp	20	13
Death tyrant	26	19	Pit fiend	30	24
Spectator	17	14	Spined devil	16	12
Bugbear			Doppelganger	21	14
Bugbear	16	13	Dracolich		
Chief	17	14	Adult blue dracolich	31	28
Bullywug	14	13	Dragon, shadow		
Cambion	22	16	Young red shadow dragon	25	21
Centaur	19	14	Dragon		
Chimera	19	19	Black, ancient	34	32
Cloaker	20	12	Black, adult	29	26
Couatl	24	17	Black, young	21	17
Cyclops	21	20	Blue, ancient	36	34
Death Knight	24	20	Blue, adult	31	28
Demon			Blue, young	23	19
Balor	29	22	Green, ancient	34	32
Barlgura	18	16	Green, adult	29	26
Chasme	17	12	Green, young	21	17
Dretch	11	12	Red, ancient	38	36
Glabrezu	23	21	Red, adult	34	31
Goristro	24	25	Red, young	25	21
Hezrou	20	20	White, ancient	31	32
Manes	12	13	White, adult	27	27
Marilith	25	20	White, young	20	18
Nalfeshnee	22	22	Brass, ancient	33	31
Quasit	18	10	Brass, adult	29	26
Shadow demon	20	12	Brass, young	21	17
Vrock	17	18	Bronze, ancient	36	34

Creature	Seduction DC	Satisfaction DC
Dragons (continued)		
Bronze, adult	31	28
Bronze, young	23	19
Copper, ancient	34	32
Copper, adult	29	26
Copper, young	21	17
Gold, ancient	41	36
Gold, adult	36	31
Gold, young	26	21
Silver, ancient	38	36
Silver, adult	33	30
Silver, young	25	21
Dragon Turtle	23	20
Drider	19	18
Dryad	20	11
Duergar	14	14
Elves, drow		
Drow	18	10
Drow elite warrior	20	14
Drow mage	18	10
Drow priestess of Lolth	21	12
Empyrean	35	37
Ettin	13	17
Faerie Dragon	23	13
Flumph	17	10
Fomorian	13	20
Galeb Duhr	17	20
Gargoyle	13	16
Genies		
Dao	23	24
Djinni	25	22
Efreeti	24	24
Marid	25	26
Ghost	19	10
Giants		
Cloud	26	22
Fire	23	23
Frost	22	21
Hill	18	19
Stone	20	20
Storm	28	20
Gith		
Githyanki warrior	17	12
Githyanki knight	19	15

Creature	Seduction DC	Satisfaction DC
Gith (continued)		
Githzerai monk	17	12
Githzerai zerth	20	15
Gnolls		
Gnoll	14	11
Gnoll pack lord	16	13
Gnoll fang of Yeenoghu	18	15
Gnome, deep (svirfneblin)	16	14
Goblins		
Goblin	16	10
Goblin boss	17	10
Grimlock	14	12
Hags		
Green hag	16	16
Night hag	22	16
Sea hag	14	16
Half-Dragon		
Half-red dragon veteran	18	14
Harpy	17	12
Hobgoblins		
Hobgoblin	15	12
Hobgoblin captain	18	14
Hobgoblin warlord	20	16
Hook Horror	17	15
Invisible Stalker	19	14
Jackalwere	17	11
Kenku	18	10
Kobolds		
Winged kobold	17	9
Kobold	16	9
Kraken	38	33
Kuo-toa		
Kuo-toa	14	11
Kuo-toa archpriest	19	16
Kuo-toa whip	15	14
Lamia	19	15
Lich	28	23
Lizardfolk		
Lizardfolk	15	13
Lizardfolk shaman	16	13
Lizardfolk king/queen	20	15
Lycanthropes		
Werebear	20	17
Wereboar	17	15

Creature	Seduction DC	Satisfaction DC
Lycanthropes (continued)		
Wererat	16	12
Weretiger	18	16
Werewolf	17	14
Magmin	17	12
Manticore	17	17
Medusa	19	16
Mephits		
Dust mephit	17	10
Ice mephit	17	10
Magma mephit	16	12
Mud mephit	14	12
Smoke mephit	17	12
Steam mephit	16	10
Merfolk	17	12
Marrow	18	15
Mind Flayer	19	12
Minotaur	18	16
Mummy		
Mummy	19	15
Mummy lord	27	22
Nagas		
Spirit naga	22	14
Guardian naga	23	16
Nightmare	21	16
Nothic	17	16
Ogres		
Ogre	17	16
Half-ogre	18	14
Oni	21	16
Orcs		
Orc	18	16
Orc war chief	22	18
Orc eye of Gruumsh	19	16
Orog	20	18
Pegasus	20	16
Pixie	22	8
Pseudodragon	17	13
Quaggoth	16	16
Rakshasa	23	18
Revenant	23	18
Sahuagin		
Sahuagin	15	12
Sahuagin priestess	17	12

Creature	Seduction DC	Satisfaction DC
Sahuagin (continued)		
Sahuagin baron	22	16
Salamanders		
Fire snake	16	11
Salamander	20	15
Satyr	15	11
Sphinxes		
Androsphinx	33	26
Gynosphinx	28	21
Sprite	19	10
Succubus/Incubus	23	13
Thri-keen	15	13
Treant	15	21
Troglodyte	13	14
Umber Hulk	16	16
Unicorn	23	18
Vampire		
Vampire	28	23
Vampire spawn	19	16
Water Weird	18	13
Xorn	18	22
Yeti		
Yeti	17	16
Abominable yeti	21	22
Yuan-ti		
Abomination	23	17
Malison	21	13
Pureblood	18	11
Yugoloths		
Arcanoloth	21	14
Mezzoloth	19	16
Nycaloth	22	19
Ultraloth	22	18
Miscellaneous Creatures		
Awakened shrub	12	11
Awakened tree	17	15
Blink dog	18	12
Winter wolf	18	14
Worg	17	13

NONPLAYER CHARACTERS

Creature	Seduction DC	Satisfaction DC
Acolyte	15	10
Archmage	20	12
Assassin	18	14
Bandit	16	12
Bandit Captain	20	14
Berserker	17	17
Commoner	15	10
Cultist	16	10
Cult Fanatic	19	12
Druid	16	13
Gladiator	21	16
Guard	16	12
Knight	20	14
Mage	17	11
Noble	19	11
Priest	16	12
Scout	17	12
Spy	20	10
Thug	17	14
Tribal Warrior	15	12
Veteran	18	14

SPECIFIC NPCs

Creature	Seduction DC	Satisfaction DC
Acererak	30	25
Baphomet	35	33
Demogorgon*	39	34
Fraz-Urb'luu	39	32
Graz'zt	36	28
Imix	35	29
Jubilex	32	30
Maegera	32	27
Ogrémoch	35	34
Olhydra	33	30
Orcus	38	33
Strahd von Zarovich**	28	23
Tiamat	43	39
Yan-C-Bin	34	30
Yeenoghu	33	30
Zuggtmoy	35	25

* Each of Demogorgon's two heads must be seduced separately, since each has its own distinct personality.

** If Strahd believes the character attempting to seduce him to be a reincarnation of his beloved Tatyana, then the character has advantage on his or her seduction check.